Incursion Fleet [955pts]

Army Roster [955pts] (Xenos - Tyranids)
• Battle Size: Incursion (1000 Point limit)
• Detachment: Invasion Fleet
• Show/Hide Options: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
The Swarmlord	Epic Hero	220	
Broodlord	Character	80	
Broodlord	Character	80	
Winged Hive Tyrant	Character	170	Warlord, Heavy venom cannon
(10) Termagants	Battleline	60	1x Termagant w/ Strangleweb 9x Termagants: Termagant spinefist
(10) Genestealers	Infantry	140	10x Genestealer
(10) Genestealers	Infantry	140	10x Genestealer
(3) Tyranid Warriors with Ranged Bio-Weapons	Infantry	65	1x Tyranid Prime: Deathspitter 1x Tyranid Warrior: Venom cannon 1x Tyranid Warrior: Barbed strangler

220 PTS — THE SWARMLORD

Models	Options
1x The Swarmlord	Bone Sabres, Synaptic Pulse

Unit	M	T	SV	W	LD	OC
The Swarmlord	8"	10	2+	10	7+	3

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Synaptic Pulse	18"	D6+3	N/A	5	-1	2	Psychic, Torrent

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Bone Sabres	Melee	8	2+	9	-2	3	Twin-linked

Abilities	Description
Hive Commander	At the start of your Command phase, if this model is on the battlefield, you gain 1CP
Malign Presence (Aura)	If this model is your Warlord, each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.
Domination of the Hive Mind (Aura)	While a friendly TYRANIDS unit is within 9" of this model, that unit is within your army's Synapse Range.
Invulnerable Save (4+)	This model has a 4+ invulnerable save.

Abilities	Description
Leader	This model can be attached to the following unit: ■ TYRANT GUARD

Rules	Deadly Demise D3, Shadow in the Warp, Synapse, Leader, Twin-linked, Torrent
Categories	Character, Epic Hero, Faction: Tyranids, Great Devourer, Hive Tyrant, Monster, Psyker, Synapse, The Swarmlord

80 PTS — BROODLORD — x2

Models	Options
1x Broodlord	Broodlord Claws and Talons

Unit	M	T	SV	W	LD	OC
Broodlord	8"	5	4+	6	7+	1

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Broodlord Claws and Talons	Melee	5	2+	6	-2	2	Devastating Wounds, Twin-linked

Abilities	Description
Vicious Insight	While this model is leading a unit, weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.
Hypnotic Gaze (Psychic)	At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.
Invulnerable Save (4+)	This model has a 4+ invulnerable save.

Abilities	Description
Leader	This model can be attached to the following unit: •GENESTEALERS

Rules	Scouts 8", Synapse, Shadow in the Warp, Leader, Devastating Wounds, Twin-linked
Categories	Broodlord, Character, Faction: Tyranids, Great Devourer, Infantry, Psyker, Synapse, Vanguard Invader

170 PTS — WINGED HIVE TYRANT

Models	Options
1x Winged Hive Tyrant	Warlord, Tyrant talons, Heavy venom cannon

Unit	M	T	SV	W	LD	OC
Winged Hive Tyrant	12"	9	2+	10	7+	3

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy venom cannon	36"	D3	2+	9	-2	3	Blast

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Tyrant talons	Melee	5	2+	7	-2	2	-

Abilities	Description
Paroxysm (Psychic)	At the start of the Fight phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 1, this Psyker suffers D3 mortal wounds; on a 2+, until the end of the phase, subtract 1 from the Attacks characteristic of weapons equipped by models in that unit.
Invulnerable Save (4+)	This model has a 4+ invulnerable save.
Will of the Hive Mind	Once per battle round, one model from your army with this ability can use it when a friendly **TYRANIDS** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.

Rules	Deadly Demise D3, Deep Strike, Shadow in the Warp, Synapse, Blast
Categories	Character, Faction: Tyranids, Fly, Great Devourer, Hive Tyrant, Monster, Psyker, Synapse, Vanguard Invader, Warlord, Winged Hive Tyrant

60 PTS — TERMAGANTS

Models	Options
1x Termagant w/ Strangleweb	Chitinous claws and teeth, Strangleweb
9x Termagants	Chitinous claws and teeth, Termagant spinefist

Unit	M	T	SV	W	LD	OC
Termagants (x10)	6"	3	5+	1	8+	2

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Strangleweb	18"	D6	N/A	2	0	1	Assault, Devastating Wounds, Torrent
Termagant spinefist (x9)	12"	2	4+	3	0	1	Assault, Pistol, Twin-linked

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Chitinous claws and teeth (x10)	Melee	1	4+	3	0	1	-

Abilities	Description
Skulking Horrors	Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

Rules	Synapse, Assault, Devastating Wounds, Torrent, Pistol, Twin-linked
Categories	Battleline, Endless Multitude, Faction: Tyranids, Great Devourer, Infantry, Termagants

140 PTS	GENESTEALERS					x2
Models	Options					
10x Genestealer	Genestealers claws and talons					

Unit	M	T	SV	W	LD	OC
Genestealers (x10)	8"	4	5+	2	7+	1

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Genestealers claws and talons (x10)	Melee	4	2+	4	-2	1	-

Abilities	Description
Vanguard Predator	Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll 1 as well.
Invulnerable Save (5+)	Models in this unit have a 5+ invulnerable save.
Rules	Scouts 8", Synapse
Categories	Faction: Tyranids, Genestealers, Great Devourer, Infantry, Vanguard Invader

65 PTS	TYRANID WARRIORS WITH RANGED BIO-WEAPONS	
Models	Options	
1x Tyranid Prime	Tyranid Warrior claws and talons, Deathspitter	
1x Tyranid Warrior	Tyranid Warrior claws and talons, Venom cannon	
1x Tyranid Warrior	Tyranid Warrior claws and talons, Barbed strangler	

Unit	M	T	SV	W	LD	OC
Tyranid Prime	6"	5	4+	3	7+	2
Tyranid Warrior (x2)	6"	5	4+	3	7+	2

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Deathspitter	24"	3	4+	5	-1	1	-
Venom cannon	36"	D3	4+	9	-2	2	Blast
Barbed strangler	36"	D6+1	4+	6	-1	1	Blast

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Tyranid Warrior claws and talons (x3)	Melee	5	3+	5	-1	1	-

Abilities	Description
Adaptable Predators	This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
Rules	Shadow in the Warp, Synapse, Blast
Categories	Faction: Tyranids, Great Devourer, Infantry, Synapse, Tyranid Warriors with Ranged Bio-weapons

Rules

Army Roster (Xenos - Tyranids)

Synapse

If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:

■ Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
■ Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

Assault:

Weapons with **[ASSAULT]** in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

Blast:

Weapons with **[BLAST]** in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Deadly Demise D3:

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

Deep Strike:

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

Devastating Wounds:

Weapons with **[DEVASTATING WOUNDS]** in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

Leader:

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

Pistol:

Weapons with **[PISTOL]** in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a **MONSTER** or **VEHICLE** model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

Scouts 8":

Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".

DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).

A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Shadow in the Warp:

If your Army Faction is **TYRANIDS**, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more Synapse units from your army, subtract 1 from that test.

Synapse:

If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:
■ Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
■ Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

Torrent:

Weapons with **[TORRENT]** in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

Twin-linked:

Weapons with **[TWIN-LINKED]** in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.